How to / Trackmania / General / Graphic formats

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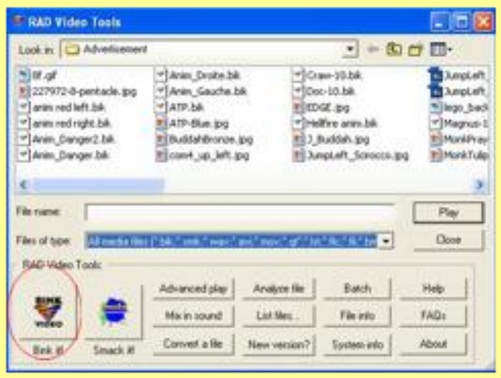
Section 7: Format BIK

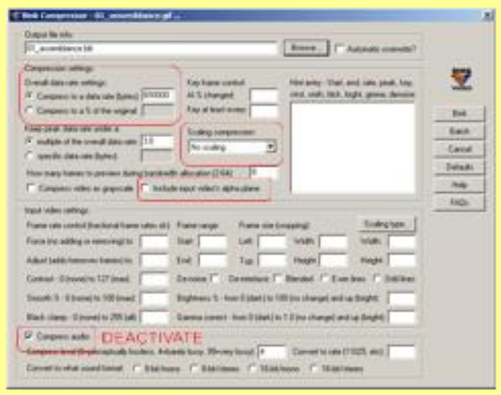
Bink is a video file format (extension .bik) developed by RAD Game Tools and used primarily in computer games, over all platforms, from PC to XBOX or PS3... All animations/videos in Trackmania are encoded in this video format, no matter if animated signs, animated avatars or the moving background on the Trackmania main menu...

Rad Video Tools™ (Freeware)
Creates .BIK animations out of other video/animation formats.

To convert your video (GIF,QT,AVI whatever) to .BIK you'll need the "Rad Video Tools" package. The file dialogue looks like this...



As soon as you chose your video file which should be converted, press the "**BINK IT!**" button... this will take you to the compression menu.



The "**compression settings**" offer you to get near a particular desired filesize. Of course this affects the output quality of the video.

The "**scaling compression**" can manipulate x/y dimensions on order to manipulate output file size.

If the video file has an alpha/transparency plane (for example a GIF animation with transparency which you want to convert to an avatar), check this "**Include input video's alpha plane**" option.

"**Compress Audio**" is useless, you can deactivate it, because Trackmania won't read any audio data from the .BIK files...

That's it, now you can press the **"Bink!" Button** to convert your movie to .BIK format.

That is about it. If you want a more detailed explanation into certain areas of file formats for Trackmania or have suggestions or corrections let me know and I'll update this post.

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